



Job Position: Two Bachelor Students

Job/Fellowship Reference: BachelorStudent/COFAC/ULusófona-HEI-Lab/01/2025

Main research field: **Videogames**

1. **Job description:** Universidade Lusófona, represented by COFAC – Cooperativa de Formação e Animação Cultural, CRL, hereby opens a call for 2 (two) research fellowships in the scope of the project “Fearless MusiciAns project: decreasing music performance anxiety with extended reality”, funded by [Fazer+](#), Concurso de Excelência na Investigação.
2. **Admission Criteria:** Applicants must be enrolled in a Bachelor’s degree in Computer Science or Video Games or Psychology or related fields

These are additional mandatory requirements for the fellowship:

- Be proficient, speaking and writing in English;
 - Technical skills including: experience in Unity;
 - Valuable Bonus Skills include: experience in XR development; interest in music; experience in Animation or/and Game Art.
3. **Work plan and goals:**

Development and Programming of two Extended Reality applications:

- The Augmented Virtuality application will aim to perform gradual exposure to Musical Performance Anxiety, presenting various safe (i.e., small, supportive audience) and challenging (i.e., critical audience) scenarios;
- The Virtual Reality application will include mindfulness-based exercises for the reduction of Musical Performance Anxiety.

Pilot Tests:

- Conduct a small-scale pilot study to evaluate the usability, technical functionality, and user experience of the Augmented Virtuality and Virtual Reality applications;
- Improve the applications based on feedback from the pilot tests.

Workplace and scientific supervision: Work will be developed at Universidade Lusófona (Lisboa) in the context of the HEI-Lab research unit, under the scientific supervision of Professor Sofia Francisco. The grant contract will be celebrated with COFAC.

Fellowship length: 10 months, eventually renewable, with start date on December 8, 2025.



- 4. Financial conditions of the fellowship:** The monthly value of the scholarship is 486.75 euros/month. Each fellow is also entitled to have a personal accident insurance.
- 5. Application submission:** Applicants to this call must submit their application by email, in a PDF format, to the following email addresses: maria.gomes.costa@ulusofona.pt, sofia.francisco@ulusofona.pt and micaela.fonseca@ulusofona.pt with the subject: BachelorStudent/COFAC/ULusófona-HEI-Lab/01/2025 along with the following documents:
- a) Motivation letter;
 - b) Curriculum vitae referring to the professional experience, accompanied by a list of the scientific publications and participation in funded projects;
 - c) Bachelor's grades;
 - d) Link to their Portfolio Page (e.g. GitHub/GitLab/Bitbucket, Personal Website, etc.)
 - e) Other documents considered relevant by the applicant.

Applicants with a foreign degree or diploma must submit proof of recognition of the degree in accordance with Decree-Law no. 66/2018. Any applicant who fails to submit the relevant proof of degree recognition by the time the grant is awarded will be excluded. A declaration of honor is sufficient when applying.

Documents proving enrolment in a degree or non-degree academic course may be waived at the application stage and replaced by a declaration of honor by the candidate. However, until the scholarship is contracted, it is mandatory, at the risk of exclusion, to submit the relevant supporting documents.

The presentation of false information by applicants or scholarship holders regarding aspects relevant to the award, renewal or evaluation of the progress of the scholarship will result in its cancellation.

Documentation submitted after the application period has ended will not be considered.

Deadline to apply: November 14 until November 24, 2025

- 6. Assessment and selection of applications:** Applicants must meet all mandatory requirements, which include being enrolled in a Bachelor's program in Computer Science, Video Games, Psychology, or a related field, demonstrating proficiency in spoken and written English, and having technical experience with Unity. The selection process will evaluate the applicant's competence in these core areas and will also take into account the presence or absence of optional skills such as experience in XR development, an interest in music, or experience in animation and/or game art.

The candidate will be evaluated according to the following criteria:

1. Candidate merit (75%);

2. Interview (25%).

Each criterion is scored on a scale from 0 to 20. Applicants who do not meet the eligibility criteria will be automatically excluded from assessment. No applicants will be accepted with an overall weighted score in applicant's merit of less than 15 out of 20. Should no applicants meet the eligibility criteria or applicant's merit minimum score the jury reserves the right to not award the contract.

Only candidates with a merit greater than 15 will be admitted to the interview. If the jury chooses not to interview the candidates, the merit of the candidate will correspond to 100% of the candidates' evaluation. Candidates not fulfilling the areas of knowledge requirements will be directly excluded

In the event of a tie, the final decision will be the responsibility of the jury's chairman.

After the selection stages have been concluded, the jury will draw up, within no more than 7 workdays, a minute which will include the final decision and a ranking.

7. Notification of candidates: Applicants will be notified of the evaluation decision by email, via the email address provided for this purpose and, moreover, they will be posted on the website <http://hei-lab.ulusofona.pt/>. The final decision will be communicated after the arguments presented at the preliminary hearing have been analyzed. In the event of refusal, the grant will be awarded to the next applicants on the final ranking list.

8. Jury composition: The Jury has three members nominated by COFAC, crl Board. In accordance with the article 13 of Decree-Law n. 57/2016, of 29 August, amended by Law nº 57/2017, of 19 July, the following members were appointed:

(i) President - Sofia Francisco, Deputy Director of the Computational Psychology Laboratory and HEI-Lab Researcher;

(ii) Member - Maria Micaela Leal da Fonseca, Deputy Director and Principal Researcher of HEI-Lab;

(iii) Member – Maria Costa, Msc of Computer Science, Youth Advisory Member of EPIC-WE (Horizon), Project Manager of HEI-Lab;

Substitute member: Jorge Oliveira, Director of the Experimental Psychology Laboratory and HEI-Lab Researcher.